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| <b>Axebane Guardian</b> (2)(G)<br>Creature -- Human Druid<br>Defender<br>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.<br>0/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dread Return</b> (2)(B)(B)<br>Sorcery<br>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dread Return</b> (2)(B)(B)<br>Sorcery<br>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elves of Deep Shadow</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {B}. This creature deals 1 damage to you.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                         |

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| <div><div>Elves of Deep Shadow</div><div>6</div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {B}. This creature deals 1 damage to you.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>( {T} ): Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>( {T} ): Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                            | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>( {T} ): Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                            |
| <div><div>Gatecreeper Vine</div><div>16</div></div> <div><div>Creature -- Plant</div><div>Defender<br/>When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.</div></div> <div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gatecreeper Vine</div><div>16</div></div> <div><div>Creature -- Plant</div><div>Defender<br/>When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.</div></div> <div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Generous Ent</div><div>56</div></div> <div><div>Creature -- Treefolk</div><div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Generous Ent</div><div>56</div></div> <div><div>Creature -- Treefolk</div><div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Land Grant</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.</div> <div>Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>       | <div> <div>Land Grant</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.</div> <div>Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>       |
| <div> <div>Land Grant</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.</div> <div>Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                         | <div> <div>Land Grant</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.</div> <div>Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                         | <div> <div>Lead the Stampede</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Lead the Stampede</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

2 G

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

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6 B

Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 B

Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Changeling (This card is every creature type.)  
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Changeling (This card is every creature type.)  
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Changeling (This card is every creature type.)  
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Masked Vandal</b> (1)(G)</p> <p>Creature -- Shapeshifter</p> <p>Changeling (This card is every creature type.)<br/>When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                    | <p><b>Mesmeric Fiend</b> (1)(B)</p> <p>Creature -- Nightmare Horror</p> <p>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/>When this creature leaves the battlefield, return the exiled card to its owner's hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                     | <p><b>Mesmeric Fiend</b> (1)(B)</p> <p>Creature -- Nightmare Horror</p> <p>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/>When this creature leaves the battlefield, return the exiled card to its owner's hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Mesmeric Fiend</b> (1)(B)</p> <p>Creature -- Nightmare Horror</p> <p>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/>When this creature leaves the battlefield, return the exiled card to its owner's hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Nyxborn Hydra</b> (X)(G)</p> <p>Enchantment Creature -- Hydra</p> <p>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nyxborn Hydra</b> (X)(G)</p> <p>Enchantment Creature -- Hydra</p> <p>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Overgrown Battlement</b> (1)(G)</p> <p>Creature -- Wall</p> <p>Defender<br/>{T}: Add {G} for each creature you control with defender.</p> <p>0/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                 | <p><b>Overgrown Battlement</b> (1)(G)</p> <p>Creature -- Wall</p> <p>Defender<br/>{T}: Add {G} for each creature you control with defender.</p> <p>0/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                 |

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| <b>Overgrown Battlement</b> ①⑥<br>Creature -- Wall<br>Defender<br>{T}: Add {G} for each creature you control with defender.<br>0/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                       | <b>Overgrown Battlement</b> ①⑥<br>Creature -- Wall<br>Defender<br>{T}: Add {G} for each creature you control with defender.<br>0/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                       | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                        | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                        |
| <b>Sagu Wildling</b> ④⑥<br>Creature -- Dragon<br>Flying<br>When this creature enters, you gain 3 life.<br>3/3<br>----- ADVENTURE -----<br><b>Roost Seek</b> ⑥<br>Sorcery -- Omen<br>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sagu Wildling</b> ④⑥<br>Creature -- Dragon<br>Flying<br>When this creature enters, you gain 3 life.<br>3/3<br>----- ADVENTURE -----<br><b>Roost Seek</b> ⑥<br>Sorcery -- Omen<br>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sagu Wildling</b> ④⑥<br>Creature -- Dragon<br>Flying<br>When this creature enters, you gain 3 life.<br>3/3<br>----- ADVENTURE -----<br><b>Roost Seek</b> ⑥<br>Sorcery -- Omen<br>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sagu Wildling</b> ④⑥<br>Creature -- Dragon<br>Flying<br>When this creature enters, you gain 3 life.<br>3/3<br>----- ADVENTURE -----<br><b>Roost Seek</b> ⑥<br>Sorcery -- Omen<br>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Saruli Caretaker</div><div>6</div><div>Creature -- Dryad</div><div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Saruli Caretaker</div><div>6</div><div>Creature -- Dryad</div><div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Saruli Caretaker</div><div>6</div><div>Creature -- Dryad</div><div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Saruli Caretaker</div><div>6</div><div>Creature -- Dryad</div><div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |
| <div><div>Swamp</div><div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Wall of Roots</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |







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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vitu-Ghazi Inspector 16</div> <div>Creature -- Elf Detective</div> <div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)</div> <div>Reach</div> <div>When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vitu-Ghazi Inspector 16</div> <div>Creature -- Elf Detective</div> <div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)</div> <div>Reach</div> <div>When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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